

## PATENT COOPERATION TREATY

PCT

## NOTIFICATION OF ELECTION

(PCT Rule 61.2)

From the INTERNATIONAL BUREAU

To:

United States Patent and Trademark  
Office  
(Box PCT)  
Crystal Plaza 2  
Washington, DC 20231  
ÉTATS-UNIS D'AMÉRIQUE

in its capacity as elected Office

Date of mailing (day/month/year) 09 July 1999 (09.07.99)	
International application No. PCT/US98/24687	Applicant's or agent's file reference RCA 88863
International filing date (day/month/year) 20 November 1998 (20.11.98)	Priority date (day/month/year) 25 November 1997 (25.11.97)
Applicant STAHL, Thomas, Anthony et al	

1. The designated Office is hereby notified of its election made:

☒ in the demand filed with the International Preliminary Examining Authority on:  
02 June 1999 (02.06.99)

☐ in a notice effecting later election filed with the International Bureau on:

2. The election ☒ was  
☐ was not

made before the expiration of 19 months from the priority date or, where Rule 32 applies, within the time limit under Rule 32.2(b).

The International Bureau of WIPO 34, chemin des Colombettes 1211 Geneva 20, Switzerland Facsimile No.: (41-22) 740.14.35	Authorized officer D. Barmes Telephone No.: (41-22) 338.83.38
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From the  
INTERNATIONAL PRELIMINARY EXAMINING AUTHORITY

To:

TRIPOLI, J.  
GE & RCA Licensing Management  
Operation, Inc.  
P.O. Box 5312  
Princeton, New Jersey 08543  
ETATS-UNIS D'AMERIQUE

PCT

NOTIFICATION OF TRANSMITTAL OF  
THE INTERNATIONAL PRELIMINARY  
EXAMINATION REPORT  
(PCT Rule 71.1)

Date of mailing  
(day/month/year)

3. 12. 99

Applicant's or agent's file reference  
RCA 88863

IMPORTANT NOTIFICATION

International application No.  
PCT/US98/24687

International filing date (day/month/year)  
20/11/1998

Priority date (day/month/year)  
25/11/1997

Applicant  
THOMSON CONSUMER ELECTRONICS, INC. et al.

1. The applicant is hereby notified that this International Preliminary Examining Authority transmits herewith the international preliminary examination report and its annexes, if any, established on the international application.
2. A copy of the report and its annexes, if any, is being transmitted to the International Bureau for communication to all the elected Offices.
3. Where required by any of the elected Offices, the International Bureau will prepare an English translation of the report (but not of any annexes) and will transmit such translation to those Offices.

4. REMINDER

The applicant must enter the national phase before each elected Office by performing certain acts (filing translations and paying national fees) within 30 months from the priority date (or later in some Offices) (Article 39(1)) (see also the reminder sent by the International Bureau with Form PCT/IB/301).

Where a translation of the international application must be furnished to an elected Office, that translation must contain a translation of any annexes to the international preliminary examination report. It is the applicant's responsibility to prepare and furnish such translation directly to each elected Office concerned.

For further details on the applicable time limits and requirements of the elected Offices, see Volume II of the PCT Applicant's Guide.

Name and mailing address of the IPEA/

 European Patent Office  
D-80298 Munich  
Tel: +49 89 2399 - 0 Tx: 523656 eomu d  
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Authorized officer

Bapisch, A

Tel. +49 89 2399-2262



# PATENT COOPERATION TREATY

## PCT



### INTERNATIONAL PRELIMINARY EXAMINATION REPORT

(PCT Article 36 and Rule 70)

Applicant's or agent's file reference <b>RCA 88863</b>	See Notification of Transmittal of International Preliminary Examination Report (Form PCT/IPEA/416) <b>FOR FURTHER ACTION</b>	
International application No. <b>PCT/US98/24687</b>	International filing date (day/month/year) <b>20/11/1998</b>	Priority date (day/month/year) <b>25/11/1997</b>
International Patent Classification (IPC) or national classification and IPC <b>H04N5/445</b>		
Applicant <b>THOMSON CONSUMER ELECTRONICS, INC. et al.</b>		

1. This international preliminary examination report has been prepared by this International Preliminary Examining Authority and is transmitted to the applicant according to Article 36.
2. This REPORT consists of a total of 6 sheets, including this cover sheet.  
  
☒ This report is also accompanied by ANNEXES, i.e. sheets of the description, claims and/or drawings which have been amended and are the basis for this report and/or sheets containing rectifications made before this Authority (see Rule 70.16 and Section 607 of the Administrative Instructions under the PCT).  
  
 These annexes consist of a total of 5 sheets.

3. This report contains indications relating to the following items:
  - I ☒ Basis of the report
  - II ☐ Priority
  - III ☐ Non-establishment of opinion with regard to novelty, inventive step and industrial applicability
  - IV ☐ Lack of unity of invention
  - V ☒ Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement
  - VI ☒ Certain documents cited
  - VII ☒ Certain defects in the international application
  - VIII ☒ Certain observations on the international application

Date of submission of the demand  <b>02/06/1999</b>	Date of completion of this report  <b>3. 12. 99</b>
Name and mailing address of the international preliminary examining authority:   <b>European Patent Office</b> <b>D-80298 Munich</b> <b>Tel. +49 89 2399 - 0 Tx: 523656 epmu d</b> <b>Fax: +49 89 2399 - 4465</b>	Authorized officer  <b>de Dieuleveult, A</b>  <b>Telephone No. +49 89 2399 8946</b> 

**INTERNATIONAL PRELIMINARY  
EXAMINATION REPORT**

International application No. PCT/US98/24687

**I. Basis of the report**

1. This report has been drawn on the basis of (*substitute sheets which have been furnished to the receiving Office in response to an invitation under Article 14 are referred to in this report as "originally filed" and are not annexed to the report since they do not contain amendments.*):

**Description, pages:**

1-5,7,8,10-21	as originally filed			
6,9	as received on	15/11/1999	with letter of	11/11/1999

**Claims, No.:**

1-10	as received on	15/11/1999	with letter of	11/11/1999
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**Drawings, sheets:**

1/6-6/6	as originally filed
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2. The amendments have resulted in the cancellation of:

- ☐ the description, pages:  
☐ the claims, Nos.:  
☐ the drawings, sheets:

3. ☐ This report has been established as if (some of) the amendments had not been made, since they have been considered to go beyond the disclosure as filed (Rule 70.2(c)):

4. Additional observations, if necessary:

**INTERNATIONAL PRELIMINARY  
EXAMINATION REPORT**

International application No. PCT/US98/24687

**V. Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement**

**1. Statement**

Novelty (N)	Yes:	Claims	1-10
	No:	Claims	
Inventive step (IS)	Yes:	Claims	
	No:	Claims	1-10
Industrial applicability (IA)	Yes:	Claims	1-10
	No:	Claims	

**2. Citations and explanations**

**see separate sheet**

**VI. Certain documents cited**

**1. Certain published documents (Rule 70.10)**

and / or

**2. Non-written disclosures (Rule 70.9)**

**see separate sheet**

**VII. Certain defects in the international application**

The following defects in the form or contents of the international application have been noted:

**see separate sheet**

**VIII. Certain observations on the international application**

The following observations on the clarity of the claims, description, and drawings or on the question whether the claims are fully supported by the description, are made:

**see separate sheet**

**INTERNATIONAL PRELIMINARY  
EXAMINATION REPORT - SEPARATE SHEET**

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International application No. PCT/US98/24687

**V. Reasoned statement**

1. Reference is made to the following documents:

- D1: US-A-5 608 730 (OSAKABE Y. ET AL) 4 March 1997
- D2: US-A-5 617 330 (STIRLING A.) 1 April 1997
- D3: US-A-5 499 018 (WELMER H.) 12 March 1996
- D4: US-A-5 617 571 (TANAKA S.) 1 April 1997
- D5: WO 97 05743 A (THOMSON CONSUMER ELECTRONICS INC.) 13 February 1997

2. Claim 1:

Document D1 discloses a digital apparatus (10) comprising:

- (a) means for receiving (14) from a peripheral device (20), interconnected by a digital bus (1), data representative of an on-screen display associated with said peripheral device (see column 1, lines 7-16 and column 10, lines 4-11);
- (b) means for receiving (10a) a stream representative of a programmed event (see column 10, lines 20-26); and
- (c) means for combining (12), in said digital apparatus, said data received from said peripheral device and said stream to produce a signal representative of a combined displayable image (see column 18, lines 57-62).

Similar prior art is also disclosed in D2 through D4.

The claimed subject matter only differs from the disclosure of D1 to D4 in that the data is a **bit-mapped** data and in that the stream representative of a programmed event is a **digital** stream. Although not explicitly mentioned in any of documents D1-D4, these features nevertheless appear to be well known alternatives in the era of digital television. Besides, D1 refers to a "Data Attribute [...] for identifying ASCII code, [...] Japanese OSD data, [...] **or the like**" (see col. 13, lines 49-61) so that the use of bit-mapped data seems to be contemplated, which bit-mapped data is then to be combined with the digital stream in a straightforward way. Consequently, the subject matter of claim 1 is considered to lack an inventive step.

3. Claim 7:

Since it is also well known for a person skilled in the art of digital buses to use either of an asynchronous or an isochronous transfer mode, the same objection as to lack of inventive step likewise applies to this corresponding method claim.

4. Claim 10:

As discussed earlier, document D1 indeed discloses a digital television apparatus (10) comprising:

(a) **means for** receiving from a peripheral device (20), interconnected by a digital bus (1), data representative of an on-screen display associated with said peripheral device.

Similar prior art is disclosed in D2 to D4.

The subject matter of claim 10 further differs from the disclosure of D1 to D4 in that, in claim 10, data representative of an updated **portion** of the previously transferred data is transferred and indexed to said previously transferred data, whereas, in D1 to D4, a **whole** updated message is transferred (see especially D3, column 2, lines 46-55).

However, such a feature is known in the art (see for instance D5, page 2, line 28 - page 3, line 12) so that a skilled person, aware of the teachings of D1-D4 and faced with the problem of reducing the flow of displayable data to be transferred from the peripheral device to the digital apparatus, would obviously implement that feature in the digital television apparatus disclosed in D1 to D4.

Consequently, the claimed subject matter does not involve an inventive step.

5. Claims 2-6, 8 and 9:

These dependent claims do not appear to comprise any additional features that would render their subject-matter inventive over the available prior art.

Therefore, these claims fail together with the independent claims for lack of inventive step.

**VI. Certain documents**

The following documents could become relevant in a further stage of prosecution of the present application:

- EP-A-0 873 009 (SAMSUNG ELECTRONICS CO. LTD.) filed on 24.09.97 and published on 21.10.98, claiming a priority date of 14.04.97; and
- EP-A-0 840 512 (TEXAS INSTRUMENTS INCORPORATED) filed on 03.11.97 and published on 06.05.98, claiming a priority date of 01.11.96.

**VII. Certain defects**

1. The independent claims are not in the two-part form in accordance with Rule 6.3(b) PCT, which in the present case would be appropriate, with those features known in combination from the prior art being placed in a preamble (Rule 6.3(b)(i) PCT) and with the remaining features being included in a characterising part (Rule 6.3(b)(ii) PCT).
2. The features of the claims are not provided with reference signs placed in parentheses (Rule 6.2(b) PCT).
3. Corrections should be made:
  - on page 22, line 14 and page 24, line 8: "said" should read "the";
  - on page 22, line 21: "overwrititen" should read "overwritten";
  - on page 23, lines 4 and 25: "said display device" and "said on-screen display" have no antecedent;
  - on page 24, line 7: "interconnected by a" should preferably read "via said".

**VIII. Certain observations**

1. At the time being, it is not quite clear whether the independent claims are linked so as to form a single general inventive concept (Rule 13.1 PCT).
2. Claim 10 is directed to a digital television **apparatus** comprising receiving **steps** so that it is not clear which claim category this claim should fall into.



Many of the devices may use a registry table that is built during a discovery process which looks at information stored in each instrument's Self Describing Device Table (SDDT). The SDDT may contain such information as a unique ID, node address, etc. The registry tables would be used by the DTV to build a menu to allow the user to set up connections between components (similar to the user selecting the composite input for the source of their TV today). The target device first checks the display format and the largest available block fields within the Self Description Device Table (SDDT) to see what size and resolution OSD can be handled. It then constructs the OSD data (header and bit-map) and stores it in its OSD memory area.

As shown in Figure 4, an OSD menu 18 constructed on a display 14 consists of an OSD Region 20 and OSD Update Blocks 24 (OSDUB1 through OSDUB2). The data defining an OSD Region consists of a single color map contained in the Main OSD Header. Each OSD Update Block consists of an OSD Update Block Header and bit-map. The update blocks used to construct the OSD Menu are acquired from the target (e.g., VCR) by the display device to be used in constructing the OSD. The OSD Update Blocks are transferred from the target to the display device over the serial bus.

Once the OSD information is ready for transfer, the target sends a trigger message to the display device (see Figure 5). These same trigger messages are used for both the main OSD Header as well as the OSD Update blocks 24. A unique trigger message is needed for each OSD Update Block 24. Initiation of an OSD Update Block transfer can only occur through the use of a trigger message from a target to the display device. A queue may be implemented in the display device so that trigger messages are processed in the same order in which they are received.

The trigger messages 22 will be processed in the order in which they are sent out, so it is important for the target to know which OSD Update Block belongs on the bottom and which one belongs on the top. For example, a trigger message for OSD Block 0 (the Main OSD Header and Palette) is sent out first, followed by the trigger message for OSD Block 1, etc. Effectively, the first update block ends up on the

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640X480 by specifying vertical line doubling and horizontal half resolution. If only 4 bit color is used, then the amount of data that needs to be transferred is approximately 39 Kbytes. Assuming a 512 byte payload every 500 usec, this OSD could be transferred in about 40 msec. Small updates would of course take much less time.

Real-time encoded video may be achieved by transferring bit-mapped OSD menus. In this case, a 640X480 display using 8 bit color could be transferred at 30 frames/second using a 74 Mbit/second Isochronous channel. Probably one such channel could be supported on the cluster.

In addition to the starting location and size of the current OSD data to be transferred to a display device, a field indicating the type of the OSD data may be useful. For example, a user watching a movie may want to ignore status or error messages. The differentiation of the type of OSD data is helpful for the display device and/or user to decide whether the message should be displayed.

The trigger message can also be used to inform the display device to read the Main OSD Header and color palette. Additionally, the trigger message will also be able to inform the display device to clear the OSD. Initiation of an OSD Update Block read can only occur through the use of a trigger message from a target to the display device. The display device should process the trigger messages in the same order as received.

Figure 6 illustrates the use of a sub-region message 30 generated by the display device 14 for requesting the update of a specific sub-region 32 of the existing OSD Region 20 being displayed. This message may be useful in several situations such as when an error message from the display device or from some other device overwrites a portion of the existing OSD. The display device can request that this sub-region of the OSD be re-transmitted. Such a sub-region message would be useful when there is a change to the color map, but the display device did not save copies of the original OSD Update Bitmaps. Still another benefit of using a sub-region message would be when the user selects a different device and then comes back to the earlier device. The display device may need to

Claims

1. A digital apparatus comprising:

(a) means for receiving from a peripheral device, interconnected by a digital bus, bit-mapped data representative of an on-screen display associated with said peripheral device;

(b) means for receiving a digital stream representative of a programmed event; and

(c) means for combining, in said digital apparatus, said bit-mapped data received from said peripheral device and said digital stream to produce a signal representative of a combined displayable image.

2. The digital apparatus of claim 1 further comprising:

(a) means for receiving subsequent bit-mapped data representative of an updated portion of said previously received data; and

(b) means for updating said combined displayable image with said received subsequent bit-mapped data to produce an updated combined displayable image, said updated combined displayable image being associated with said peripheral device.

3. The digital apparatus of claim 2 wherein a portion of said combined displayable image is overwritten, said digital apparatus further comprising :

(a) means for requesting from said peripheral device said bit-mapped data corresponding to said overwritten portion of said combined displayable image; and

(b) means for receiving from said peripheral device said bit-mapped data.

4. The digital apparatus of claim 3 further comprising:

means for selecting said peripheral device from a plurality of available peripheral devices interconnected by said digital bus.

AMENDED SHEET

5. The digital apparatus of claim 4 further comprising:

means for notifying said peripheral device of a format change in said display  
5 device in response to a format change of said received digital stream.

6. The digital apparatus of claim 5 further comprising:

means for shifting said bit-mapped data within said combined displayable  
10 image.

7. A method for managing an on-screen display menu of a peripheral device  
interconnected to a display device via a digital bus, the display device performing the  
steps of:

(a) receiving, from said peripheral device, a message indicative of the  
15 characteristics of a block of bit-mapped data stored in a memory device associated  
with said peripheral device, said bit-mapped data being associated with an on-screen  
display menu of said peripheral device;

(b) generating and providing asynchronous read request command to said  
peripheral device;

20 (c) receiving, in response to said asynchronous read request command,  
said bit-mapped data from said peripheral device;

(d) receiving a digital stream representative of a programmed event; and

(e) combining said bit-mapped data received from said peripheral  
device and said digital stream to produce a combined displayable image, said  
25 combined image being representative of said on-screen display associated with  
said peripheral device.

8. The method of claim 7 wherein said message contains the location and  
size of said block of bit-mapped data stored in said memory device.

9. The method of claim 8 wherein said data comprises a header and a bit-  
mapped update block, said header defining the parameters of said on-screen  
display menu and said bit-mapped update block defining the location and content  
of said menu.

35  
AMENDED SHEET

10. A digital television apparatus comprising:

5 (a) receiving from a peripheral device, interconnected by a digital bus, bit-mapped data representative of an on-screen display associated with said peripheral device; and

10 (b) receiving from said peripheral device, interconnected by a digital bus, subsequent bit-mapped data representative of an updated portion of said previously transferred bit-mapped data, said subsequent bit-mapped data being indexed into said previously transferred bit-mapped data.

AMENDED SHEET

## PATENT COOPERATION TREATY

## PCT

REC'D 07 DEC 1999

WIPO

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## INTERNATIONAL PRELIMINARY EXAMINATION REPORT

(PCT Article 36 and Rule 70)

Applicant's or agent's file reference RCA 88863	<b>FOR FURTHER ACTION</b> See Notification of Transmittal of International Preliminary Examination Report (Form PCT/IPEA/416)	
International application No. PCT/US98/24687	International filing date (day/month/year) 20/11/1998	Priority date (day/month/year) 25/11/1997
International Patent Classification (IPC) or national classification and IPC H04N5/445		
Applicant THOMSON CONSUMER ELECTRONICS, INC. et al.		

1. This international preliminary examination report has been prepared by this International Preliminary Examining Authority and is transmitted to the applicant according to Article 36.



2. This REPORT consists of a total of 6 sheets, including this cover sheet.

- ☒ This report is also accompanied by ANNEXES, i.e. sheets of the description, claims and/or drawings which have been amended and are the basis for this report and/or sheets containing rectifications made before this Authority (see Rule 70.16 and Section 607 of the Administrative Instructions under the PCT).

These annexes consist of a total of 5 sheets.

3. This report contains indications relating to the following items:

- I ☒ Basis of the report
- II ☐ Priority
- III ☐ Non-establishment of opinion with regard to novelty, inventive step and industrial applicability
- IV ☐ Lack of unity of invention
- V ☒ Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement
- VI ☒ Certain documents cited
- VII ☒ Certain defects in the international application
- VIII ☒ Certain observations on the international application

Date of submission of the demand 02/06/1999	Date of completion of this report 12.12.99
Name and mailing address of the international preliminary examining authority:  European Patent Office D-80298 Munich Tel. +49 89 2399 - 0 Tx: 523656 epmu d Fax: +49 89 2399 - 4465	Authorized officer de Dieuleveult, A Telephone No. +49 89 2399 8946 

**INTERNATIONAL PRELIMINARY  
EXAMINATION REPORT**

International application No. PCT/US98/24687

**I. Basis of the report**

1. This report has been drawn on the basis of (*substitute sheets which have been furnished to the receiving Office in response to an invitation under Article 14 are referred to in this report as "originally filed" and are not annexed to the report since they do not contain amendments.*):

**Description, pages:**

1-5,7,8,10-21	as originally filed			
6,9	as received on	15/11/1999	with letter of	11/11/1999

**Claims, No.:**

1-10	as received on	15/11/1999	with letter of	11/11/1999
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**Drawings, sheets:**

1/6-6/6	as originally filed
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2. The amendments have resulted in the cancellation of:

- ☐ the description, pages:  
☐ the claims, Nos.:  
☐ the drawings, sheets:

3. ☐ This report has been established as if (some of) the amendments had not been made, since they have been considered to go beyond the disclosure as filed (Rule 70.2(c)):

4. Additional observations, if necessary:

**INTERNATIONAL PRELIMINARY  
EXAMINATION REPORT**

International application No. PCT/US98/24687

**V. Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement**

**1. Statement**

Novelty (N)	Yes: Claims 1-10
	No: Claims
Inventive step (IS)	Yes: Claims
	No: Claims 1-10
Industrial applicability (IA)	Yes: Claims 1-10
	No: Claims

**2. Citations and explanations**

**see separate sheet**

**VI. Certain documents cited**

**1. Certain published documents (Rule 70.10)**

and / or

**2. Non-written disclosures (Rule 70.9)**

**see separate sheet**

**VII. Certain defects in the international application**

The following defects in the form or contents of the international application have been noted:

**see separate sheet**

**VIII. Certain observations on the international application**

The following observations on the clarity of the claims, description, and drawings or on the question whether the claims are fully supported by the description, are made:

**see separate sheet**



**INTERNATIONAL PRELIMINARY  
EXAMINATION REPORT - SEPARATE SHEET**

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International application No. PCT/US98/24687

**V. Reasoned statement**

1. Reference is made to the following documents:

- D1: US-A-5 608 730 (OSAKABE Y. ET AL) 4 March 1997
- D2: US-A-5 617 330 (STIRLING A.) 1 April 1997
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- D4: US-A-5 617 571 (TANAKA S.) 1 April 1997
- D5: WO 97 05743 A (THOMSON CONSUMER ELECTRONICS INC.) 13 February 1997

2. Claim 1:

Document D1 discloses a digital apparatus (10) comprising:

- (a) means for receiving (14) from a peripheral device (20), interconnected by a digital bus (1), data representative of an on-screen display associated with said peripheral device (see column 1, lines 7-16 and column 10, lines 4-11);
- (b) means for receiving (10a) a stream representative of a programmed event (see column 10, lines 20-26); and
- (c) means for combining (12), in said digital apparatus, said data received from said peripheral device and said stream to produce a signal representative of a combined displayable image (see column 18, lines 57-62).

Similar prior art is also disclosed in D2 through D4.

The claimed subject matter only differs from the disclosure of D1 to D4 in that the data is a **bit-mapped** data and in that the stream representative of a programmed event is a **digital** stream. Although not explicitly mentioned in any of documents D1-D4, these features nevertheless appear to be well known alternatives in the era of digital television. Besides, D1 refers to a "Data Attribute [...] for identifying ASCII code, [...] Japanese OSD data, [...] **or the like**" (see col. 13, lines 49-61) so that the use of bit-mapped data seems to be contemplated, which bit-mapped data is then to be combined with the digital stream in a straightforward way. Consequently, the subject matter of claim 1 is considered to lack an inventive step.

3. Claim 7:

Since it is also well known for a person skilled in the art of digital buses to use either of an asynchronous or an isochronous transfer mode, the same objection as to lack of inventive step likewise applies to this corresponding method claim.

**INTERNATIONAL PRELIMINARY  
EXAMINATION REPORT - SEPARATE SHEET**

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International application No. PCT/US98/24687

4. Claim 10:

As discussed earlier, document D1 indeed discloses a digital television apparatus (10) comprising:

(a) **means for** receiving from a peripheral device (20), interconnected by a digital bus (1), data representative of an on-screen display associated with said peripheral device.

Similar prior art is disclosed in D2 to D4.

The subject matter of claim 10 further differs from the disclosure of D1 to D4 in that, in claim 10, data representative of an updated **portion** of the previously transferred data is transferred and indexed to said previously transferred data, whereas, in D1 to D4, a **whole** updated message is transferred (see especially D3, column 2, lines 46-55).

However, such a feature is known in the art (see for instance D5, page 2, line 28 - page 3, line 12) so that a skilled person, aware of the teachings of D1-D4 and faced with the problem of reducing the flow of displayable data to be transferred from the peripheral device to the digital apparatus, would obviously implement that feature in the digital television apparatus disclosed in D1 to D4.

Consequently, the claimed subject matter does not involve an inventive step.

5. Claims 2-6, 8 and 9:

These dependent claims do not appear to comprise any additional features that would render their subject-matter inventive over the available prior art.

Therefore, these claims fail together with the independent claims for lack of inventive step.

**VI. Certain documents**

The following documents could become relevant in a further stage of prosecution of the present application:

- EP-A-0 873 009 (SAMSUNG ELECTRONICS CO. LTD.) filed on 24.09.97 and published on 21.10.98, claiming a priority date of 14.04.97; and
- EP-A-0 840 512 (TEXAS INSTRUMENTS INCORPORATED) filed on 03.11.97 and published on 06.05.98, claiming a priority date of 01.11.96.

**VII. Certain defects**

1. The independent claims are not in the two-part form in accordance with Rule 6.3(b) PCT, which in the present case would be appropriate, with those features known in combination from the prior art being placed in a preamble (Rule 6.3(b)(i) PCT) and with the remaining features being included in a characterising part (Rule 6.3(b)(ii) PCT).
2. The features of the claims are not provided with reference signs placed in parentheses (Rule 6.2(b) PCT).
3. Corrections should be made:
  - on page 22, line 14 and page 24, line 8: "said" should read "the";
  - on page 22, line 21: "overwriten" should read "overwritten";
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  - on page 24, line 7: "interconnected by a" should preferably read "via said".

**VIII. Certain observations**

1. At the time being, it is not quite clear whether the independent claims are linked so as to form a single general inventive concept (Rule 13.1 PCT).
2. Claim 10 is directed to a digital television **apparatus** comprising receiving **steps** so that it is not clear which claim category this claim should fall into.

Many of the devices may use a registry table that is built during a discovery process which looks at information stored in each instrument's Self Describing Device Table (SDDT). The SDDT may contain such information as a unique ID, node address, etc. The registry tables would be used by the DTV to build a menu to allow the user to set up connections between components (similar to the user selecting the composite input for the source of their TV today). The target device first checks the display format and the largest available block fields within the Self Description Device Table (SDDT) to see what size and resolution OSD can be handled. It then constructs the OSD data (header and bit-map) and stores it in its OSD memory area.

As shown in Figure 4, an OSD menu 18 constructed on a display 14 consists of an OSD Region 20 and OSD Update Blocks 24 (OSDUB1 through OSDUB2). The data defining an OSD Region consists of a single color map contained in the Main OSD Header. Each OSD Update Block consists of an OSD Update Block Header and bit-map. The update blocks used to construct the OSD Menu are acquired from the target (e.g., VCR) by the display device to be used in constructing the OSD. The OSD Update Blocks are transferred from the target to the display device over the serial bus.

Once the OSD information is ready for transfer, the target sends a trigger message 22 to the display device (see Figure 5). These same trigger messages are used for both the main OSD Header 23 as well as the OSD Update blocks 24. A unique trigger message 22 is needed for each OSD Update Block 24. Initiation of an OSD Update Block transfer can only occur through the use of a trigger message from a target to the display device. A queue may be implemented in the display device so that trigger messages are processed in the same order in which they are received.

The trigger messages 22 will be processed in the order in which they are sent out, so it is important for the target to know which OSD Update Block belongs on the bottom and which one belongs on the top. For example, a trigger message for OSD Block 0 (the Main OSD Header and Palette) is sent out first, followed by the trigger message for OSD Block 1, etc. Effectively, the first update block ends up on the

REPLACE BY FIG 4

640X480 by specifying vertical line doubling and horizontal half resolution. If only 4 bit color is used, then the amount of data that needs to be transferred is approximately 39 Kbytes. Assuming a 512 byte payload every 500 usec, this OSD could be transferred in about  
5 40 msec. Small updates would of course take much less time.

Real-time encoded video may be achieved by transferring bit-mapped OSD menus. In this case, a 640X480 display using 8 bit color could be transferred at 30 frames/second using a 74 Mbit/second  
10 Isochronous channel. Probably one such channel could be supported on the cluster.

In addition to the starting location and size of the current OSD data to be transferred to a display device, a field indicating the type of the  
15 OSD data may be useful. For example, a user watching a movie may want to ignore status or error messages. The differentiation of the type of OSD data is helpful for the display device and/or user to decide whether the message should be displayed.

20 The trigger message can also be used to inform the display device to read the Main OSD Header and color palette. Additionally, the trigger message will also be able to inform the display device to clear the OSD. Initiation of an OSD Update Block read can only occur through the use of a trigger message from a target to the display device. The  
25 display device should save in the same order as received.

Figure 6 illustrates the use of a sub-region message 30 generated by the display device 14 for requesting the update of a specific sub-region 32 of the existing OSD Region 20 being displayed. This  
30 message may be useful in several situations such as when an error message from the display device or from some other device overwrites a portion of the existing OSD. The display device can request that this sub-region of the OSD be re-transmitted. Such a sub-region message would be useful when there is a change to the  
35 color map, but the display device did not save copies of the original OSD Update Bitmaps. Still another benefit of using a sub-region message would be when the user selects a different device and then comes back to the earlier device. The display device may need to

Claims

1. A digital apparatus comprising:
  - (a) means for receiving from a peripheral device, interconnected by a digital bus, displayable digital data representative of an on-screen display associated with said peripheral device;
  - (b) means for receiving a digital stream representative of a programmed event; and
  - (c) means for combining, in said digital apparatus, said displayable data received from said peripheral device and said digital stream to produce a signal representative of a combined displayable image.
2. The digital apparatus of claim 1 further comprising:
  - (a) means for receiving subsequent displayable digital data representative of an updated portion of said previously received data; and
  - (b) means for updating said combined displayable image with said received subsequent displayable data to produce an updated combined displayable image, said updated combined displayable image being associated with said peripheral device.
3. The digital apparatus of claim 2 wherein a portion of said combined displayable image is overwritten, said digital apparatus further comprising :
  - (a) means for requesting from said peripheral device said displayable data corresponding to said overwritten portion of said combined displayable image; and
  - (b) means for receiving from said peripheral device said displayable data.
4. The digital apparatus of claim 3 wherein said displayable data is bit-mapped data.
5. The digital apparatus of claim 4 further comprising:
  - means for selecting said peripheral device from a plurality of available peripheral devices interconnected by said digital bus.

6. The digital apparatus of claim 5 further comprising:  
means for notifying said peripheral device of a format change in  
said display device in response to a format change of said received  
5 digital stream.
7. The digital apparatus of claim 6 further comprising:  
means for shifting said displayable data within said combined  
displayable image.
- 10 8. A method for managing an on-screen display menu of a peripheral  
device interconnected to a display device via a digital bus, the display  
device performing the steps of:
- 15 (a) receiving, from said peripheral device, a message indicative  
of the characteristics of a block of data stored in a memory device  
associated with said peripheral device, said data being associated with  
an on-screen display menu of said peripheral device;
- (b) generating and providing asynchronous read request  
command to said peripheral device;
- 20 (c) receiving, in response to said asynchronous read request  
command, said data from said peripheral device;
- (d) receiving a digital stream representative of a programmed  
event; and
- 25 (e) combining said data received from said peripheral device  
and said digital stream to produce a combined displayable image, said  
combined image being representative of said on-screen display  
associated with said peripheral device.
9. The method of claim 8 wherein said message contains the  
30 location and size of said block of bit-mapped data stored in said  
memory device.
10. The method of claim 9 wherein said data comprises a header  
and a bit-mapped update block, said header defining the parameters  
35 of said on-screen display menu and said bit-mapped update block  
defining the location and content of said menu.

11. A digital apparatus comprising:

(a) transferring from a peripheral device to a display device, interconnected by a digital bus, displayable digital data representative of an on-screen display associated with said peripheral device; and

5 (b) transferring from said peripheral device to said display device, interconnected by a digital bus, subsequent displayable digital data representative of an updated portion of said previously transferred displayable data, said subsequent displayable data being indexed into said previously transferred displayable data.





## INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

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<p>(21) International Application Number: PCT/US98/24687</p> <p>(22) International Filing Date: 20 November 1998 (20.11.98)</p> <p>(30) Priority Data:</p> <table border="0"> <tr> <td>60/066,782</td> <td>25 November 1997 (25.11.97)</td> <td>US</td> </tr> <tr> <td>60/071,341</td> <td>14 January 1998 (14.01.98)</td> <td>US</td> </tr> <tr> <td>60/073,693</td> <td>4 February 1998 (04.02.98)</td> <td>US</td> </tr> </table> <p>(71) Applicant (for all designated States except US): THOMSON CONSUMER ELECTRONICS, INC. [US/US]; 10330 North Meridian Street, Indianapolis, IN 46290-1024 (US).</p> <p>(72) Inventors; and</p> <p>(75) Inventors/Applicants (for US only): STAHL, Thomas, Anthony [US/US]; 7003 Stewart Court, Indianapolis, IN 46256 (US). CHATTERJEE, Amit, Kumar [IN/US]; Apartment 301, 600 Bulfinch Drive, Andover, MA 01810 (US). IZZAT, Izzat, Hekmat [IR/US]; 2249-6 East 151 Street, Carmel, IN 46033 (US). KURUCAY, Saban [TR/US]; Apartment 20, 302 West North Street, Waukesha, WI 53188 (US). NAGPAL, Sanjeev [IN/US]; Apartment 305, 4930 Meredith Way, Boulder, CO 80303 (US). TRZYBINSKI, Robert [US/US]; 7741 North Sherman Drive, Indianapolis, IN 46240 (US).</p>	60/066,782	25 November 1997 (25.11.97)	US	60/071,341	14 January 1998 (14.01.98)	US	60/073,693	4 February 1998 (04.02.98)	US	<p>(74) Agents: TRIPOLI, Joseph, S. et al.; GE &amp; RCA Licensing Management Operation, Inc., P.O. Box 5312, Princeton, NJ 08540 (US).</p> <p>(81) Designated States: AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, CA, CH, CN, CU, CZ, DE, DK, EE, ES, FI, GB, GE, GH, GM, HR, HU, ID, IL, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, UA, UG, US, UZ, VN, YU, ZW, ARIPO patent (GH, GM, KE, LS, MW, SD, SZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GW, ML, MR, NE, SN, TD, TG).</p> <p><b>Published</b> With international search report. Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.</p>
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(54) Title: DEVICE INTEROPERABILITY UTILIZING BIT-MAPPED ON-SCREEN DISPLAY MENUS

The diagram shows a rectangular display area labeled 'DISPLAY' at the bottom right. Inside the display, there is a dashed rectangular box labeled 'OSD REGION'. Within this region, five sub-displays are arranged in a staggered pattern, labeled 'OSDUB 1', 'OSDUB 2', 'OSDUB 3', 'OSDUB 4', and 'OSDUB 5'. A dashed line labeled '20' outlines the 'OSD REGION'. A solid line labeled '14' outlines the entire 'DISPLAY' area. A solid line labeled '18' points to the top right corner of the 'OSD REGION'. A solid line labeled '24' points to the top left corner of the 'OSD REGION'.

(57) Abstract

Interoperability for exchanging on-screen display menus and associated control between common consumer electronic (CE) devices is provided. This interoperability is based on the IEEE 1394 serial bus for the physical and link layers and makes use of AV/C or CAL as the control language. This invention provides for transferring a bitmapped on-screen display menu constructed by a target device (e.g., digital VCR) to display device (e.g., digital TV).

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DEVICE INTEROPERABILITY UTILIZING BIT-MAPPED  
ON-SCREEN DISPLAY MENUS

Field of the Invention

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The invention involves a system for controlling multiple electronic devices, such as consumer electronic devices or the like, via interconnections such as digital data buses. More particularly, this invention concerns an arrangement for managing the interoperability of the On-Screen Display menus of such devices.

10

Background of the Invention

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A data bus can be utilized for interconnecting digital electronic devices such as television receivers, display devices, video-cassette recorders (VCR), direct broadcast satellite (DBS) receivers, and home control devices (e.g., a security system or a temperature control device). Communication using a data bus occurs in accordance with a bus protocol. Examples of bus protocols include the Consumer Electronics Bus (CEBus) and the IEEE 1394 High Performance Serial Bus.

20

A bus protocol typically provides for communicating both control information and data. For example, CEBus control information is communicated on a "control channel" having a protocol defined in Electronics Industries Association (EIA) specification IS-60. On an IEEE 1394 serial bus, control information is generally passed using the asynchronous services of the serial bus. Control information for a particular application can be defined using for example, Common Application Language (CAL) or AV/C.

30

In today's analog audio/video (A/V) cluster, controlling peripheral devices may include, but do not require, the activation of an On-Screen Display (OSD) mechanism on a display device (i.e., TV). The OSD of such A/V devices is generated in the peripheral or target device (e.g., VCR) and is output on the NTSC output of such devices the same way as any other video signal. Thus, no additional hardware or software is needed in either the peripheral or the

35

display device. Figure 1 illustrates a present A/V system 10 having a VCR 12 and a display device 14 (e.g., television) that employs such a control methodology. Menus associated with controlling VCR 12 are generated by the VCR 12 and are provided to the display device 14 via the NTSC output of the VCR 12 as a composite video signal.

### Summary of the Invention

Unfortunately, to use the same approach (See Figure 2) with a digital TV (DTV) as a display device 12 is not practical since it would require the menus to be transported as MPEG-2 transport streams. Generation of such streams necessitates integrating an MPEG encoder 15 into all peripheral devices which greatly increases the cost and complexity of such consumer electronic devices.

The present invention provides for exchanging on-screen display (OSD) menus and associated control between common consumer electronic (CE) devices interconnected via a digital serial bus. The serial bus is used for the physical and link layers; a control language for managing OSDs and controlling the connectivity of devices interconnected via the bus. Particularly, this invention provides for transferring bit-mapped OSDs which are created and controlled by the target device to a display device and combining the bit-mapped OSDs with a digital video stream received by the display device. In the preferred embodiment, the transfer of the bit-mapped OSD menu is managed by trigger messages sent from the target to the display device.

The present invention permits the selection of a target or source device (e.g., DVCR) for the display device (e.g., DTV), thereby allowing the target device to display both content and an OSD on the display device. Further, the user may select a source for the target device; this allows the chaining of devices so that for example, a program which is being decoded by a Cable STB may be viewed on a DTV and recorded on a DVHS recorder simultaneously.

Another aspect of the present invention involves remote navigation; that is the device that is being controlled keeps track of the user's

navigation through the menu. For example, a VCR (i.e., target) makes its own changes to the OSD to move the highlight around with no participation from the display device (i.e., TV). This is accomplished utilizing OSD update blocks as described below.

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### Brief Description of the Drawings

The invention may be better understood by referring to the enclosed drawing in which:

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Figure 1 shows, in simplified block-diagram form, the interoperability of a prior art audio/video system;

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Figure 2 shows, in simplified block-diagram form, the interoperability of a digital VCR and a digital television;

Figure 3 shows, in simplified schematic block-diagram form, the interoperability of digital devices employing the present invention

20

Figure 4 shows, in simplified schematic block-diagram form, a display device having an on-screen display menu constructed using the present invention;

25

Figure 5 shows, in simplified schematic form, the display device's construction of the on-screen display menu of Figure 4;

Figure 6 shows, in simplified schematic form, the modification of the on-screen menu of Figure 4; and

30

Figure 7 shows, in simplified schematic block diagram form, the pixel mapping for different resolutions of on-screen display menus of the present invention.

35

In the drawing, reference numerals that are identical in different figures indicate features that are the same or similar.

### Detailed Description of the Drawings

The use of IEEE 1394 serial bus has been suggested for many applications within a Home Network environment. It is being discussed within Video Electronics Standards Association (VESA) for use as a "whole home network." It is being built into the next generation PCs and will be used for many local peripherals including disc drives. Further, digital audio/video consumer electronic devices such as digital televisions (DTVs) and digital video cassette recorders (DVHS) may utilize a serial bus for interconnecting these devices.

IEEE-1394 is a high speed, low cost digital serial bus developed for use as a peripheral or back-plane bus. Some of the highlights of the bus include: dynamic node address assignments, data rates of 100, 200, and 400 Mbits/sec, asynchronous and isochronous modes, fair bus arbitration, and consistency with ISO/IEC 13213. Co-pending applications; Attorney Docket Numbers 88,761 and 88,823 discuss the use of IEEE-1394 serial bus for interoperability of audio/visual devices.

Transferring On Screen Display Menus (OSDs) from a target (i.e., device to be controlled) to a display device (e.g., DTV ) can be achieved using one of several formats. For example, a subset of HTML without the navigation features may be used to describe the OSD. Another possibility is to transfer a run-length-encoded version of the menu using something similar to the DVD subpicture format. However, the preferred embodiment involves transferring the actual information in an OSD bit-map format. For example, an 8 bit/pixel, full screen, 640X480 OSD can be transferred in about 100 msec utilizing 10% of the bandwidth of the 200 Mbit/sec IEEE 1394 serial bus.

A bit-map format for the OSD description allows (1) the manufacturer to maintain the "look and feel" of the OSD, (2) for freedom in the generation of the OSD and (3) for dynamic updates (i.e. partial screen or even single pixel updates are possible). Compared to compressed representations, the bit-map representation requires less processing

time to display because displaying such bit-mapped OSD menus requires minimal interpretation and manipulation. Descriptive approaches, such as HTML, have a disadvantage of being difficult to specify and upgrade for typical consumer products.

To simplify the transfer of bit-mapped OSD information, a "Pull" method is preferably utilized. With this method, the bulk of the OSD data is transferred from the target or peripheral device to a display device by asynchronous read requests issued by the display device. That is, the display device reads the OSD information from the memory of the peripheral device by making use of at least one block read transaction of IEEE 1394. The display device is informed of the location and size of the OSD data via a "trigger" command which is sent from the peripheral device to the display device when the peripheral device is ready to begin transferring data.

Other alternatives for transferring an OSD menu from a peripheral device to a display device include; (1) an asynchronous push method which primarily uses IEEE 1394 asynchronous write transactions initiated by the peripheral device to write the OSD data into the display device, (2) an isochronous transport method for broadcasting the OSD data over one of the isochronous channels provided by IEEE 1394, (3) an asynchronous stream method for carrying the OSD information and (4) Alternately, the bit-mapped OSD could be provided via a 8 VSB-T(trellis) or 16 VSB RF remodulated channel.

Figure 3 defines a system 10 for providing interoperability between digital A/V devices interconnected via an IEEE 1394 serial bus. In such a system 10, interoperability may be achieved by transferring the on-screen display (OSD) menu directly from the peripheral or target device 12 (e.g., DVCR) to display device 14 (e.g., DTV) utilizing the "Pull" method. The menu is not transferred as a composite video stream which would require first passing the menu information through a MPEG encoder contained in the peripheral device. The menu is transferred as a bit-mapped OSD via serial bus 16 to DTV 14 where the menu information may be overlayed in DTV 14 with the decoded MPEG stream prior to being displayed.

Many of the devices may use a registry table that is built during a discovery process which looks at information stored in each instrument's Self Describing Device Table (SDDT). The SDDT may contain such information as a unique ID, node address, etc. The  
5 registry tables would be used by the DTV to build a menu to allow the user to set up connections between components (similar to the user selecting the composite input for the source of their TV today). The target device first checks the display format and the largest available block fields within the Self Description Device Table (SDDT) to see  
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As shown in Figure 4, an OSD menu 18 constructed on a display 14 consists of an OSD Region 20 and OSD Update Blocks 24 (OSDUB1  
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20 The OSD Update Blocks are transferred from the target to the display device over the serial bus.

Once the OSD information is ready for transfer, the target sends a trigger message 22 to the display device (see Figure 5). These same  
25 trigger messages are used for both the main OSD Header 23 as well as the OSD Update blocks 24. A unique trigger message 22 is needed for each OSD Update Block 24. Initiation of an OSD Update Block transfer can only occur through the use of a trigger message from a target to the display device. A queue may be implemented in the display  
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35 Update Block belongs on the bottom and which one belongs on the top. For example, a trigger message for OSD Block 0 (the Main OSD Header and Palette) is sent out first, followed by the trigger message for OSD Block 1, etc. Effectively, the first update block ends up on the



bottom and the last update block on the top. (That is, an OSD Menu may be constructed in steps where each subsequent step may overwrite a portion of a previous step.) This allows for OSD blocks to be constructed on the fly thereby keeping memory requirements low.

5

The bit map immediately follows the header for each OSD block. The OSD pixels that are stored in memory are a 4:4:4 representation of chroma/luma levels set from palettes. Each palette entry contains a transparency (T) bit, a blending (B) bit, 6 bits of Y, 4 bits of Cb, and 4 bits of Cr. The transparency bit and the blending bit for each entry allow the target to selectively display either an OSD pixel, a video pixel, or a blended pixel on a pixel and pixel basis.

10

After a trigger message is received from the target, the OSD module in the display device requests memory accesses (i.e., asynchronous reads) starting at the memory location specified in the trigger message. If the OSD is entirely new, the first trigger message should refer to the Main OSD Header and Palette. Once the display device has this information, it then requests information specified in the second trigger message (i.e., OSD Update Block 1). The display device reads all of the information associated with OSD Block 1 and begins to construct the actual bit-map image. At the same time, it informs the target that the block has been read so that the target may free up any memory it had allocated to the transfer of this data block. This image is then displayed. If additional trigger messages have been received, then those OSD Update Blocks are processed in the same way. The display device's OSD controller (not shown) uses this data to construct the OSD and mix it with the decoded MPEG video in DTV 14. The OSD Update Blocks stay on the screen until they are overwritten, cleared, or the user selects a different device.

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Before a color component is displayed, it is "left justified" by the OSD Controller (i.e., the least significant bits being padded with zeros) to produce 8 bits each of Y, Cb, and Cr. The 4:4:4 representations will be muxed into 4:2:2 MPEG video output by the display controller internal to the display device.

35

After receiving the pixel data for block 1, the OSD module reads the header for block 2, obtains the necessary information and then reads the pixel data associated with block 2. The OSD module repeats this process (read header, request data using the address, get pixel data, etc.) up through the point that the DTV selects a different source. This data is then stored in the proper format internal to the display device. The Display device's OSD controller uses this data to construct the OSD and mix it with the decoded MPEG video.

Updates occur in exactly the same way that the original OSD is built with the exception that there would be no need to transfer the Main OSD Header and color palette unless the color palette or spatial resolution has changed. Based on the input from a remote control (directly or indirectly), the target constructs the desired OSD Update Block(s) in its memory. These blocks may be very small and will likely overlap with the OSD already being displayed. Once the block(s) are ready, the target sends out the appropriate trigger message(s). After the trigger message(s) is received from the target, the OSD module in the display device requests memory accesses starting at the memory location specified in the trigger message. These OSD Update Blocks are processed and overlaid over the existing OSD in the same order that the trigger messages were received. The display device again informs the target of a successful read so that the target can free up any internal memory that it has allocated to the block transfer. Exactly like the original OSD, these blocks stay on the display until overwritten.

Various views may be constructed within the target and then properly displayed by the display device. When a change is made, the target determines how the displayed OSD is affected and sends the proper Update Blocks to the display device. This scheme reduces complexity and bus traffic compared to the display device being required to keep track of overlays.

The amount of data to be transferred can be reduced by using a limited number of colors, using vertical line doubling and horizontal half resolution. For example, a 320X240 OSD can be displayed in

640X480 by specifying vertical line doubling and horizontal half resolution. If only 4 bit color is used, then the amount of data that needs to be transferred is approximately 39 Kbytes. Assuming a 512 byte payload every 500 usec, this OSD could be transferred in about  
5 40 msec. Small updates would of course take much less time.

Real-time encoded video may be achieved by transferring bit-mapped OSD menus. In this case, a 640X480 display using 8 bit color could be transferred at 30 frames/second using a 74 Mbit/second  
10 Isochronous channel. Probably one such channel could be supported on the cluster.

In addition to the starting location and size of the current OSD data to be transferred to a display device, a field indicating the type of the  
15 OSD data may be useful. For example, a user watching a movie may want to ignore status or error messages. The differentiation of the type of OSD data is helpful for the display device and/or user to decide whether the message should be displayed.

20 The trigger message can also be used to inform the display device to read the Main OSD Header and color palette. Additionally, the trigger message will also be able to inform the display device to clear the OSD. Initiation of an OSD Update Block read can only occur through the use of a trigger message from a target to the display device. The  
25 display device should save in the same order as received.

Figure 6 illustrates the use of a sub-region message 30 generated by the display device 14 for requesting the update of a specific sub-region 32 of the existing OSD Region 20 being displayed. This  
30 message may be useful in several situations such as when an error message from the display device or from some other device overwrites a portion of the existing OSD. The display device can request that this sub-region of the OSD be re-transmitted. Such a sub-region message would be useful when there is a change to the  
35 color map, but the display device did not save copies of the original OSD Update Bitmaps. Still another benefit of using a sub-region message would be when the user selects a different device and then comes back to the earlier device. The display device may need to

request some information to rebuild the display. Although a sub-region is requested as a block, it is possible that the shape of the OSD which was previously within that sub-region is not rectangular in shape. For this reason, the target may transfer the information for this sub-region to the display device in multiple OSD Update Blocks. This message will include the row/column start coordinates and the width/height of the sub-region. Please note however, that the target does not need to wait for such a message to display an OSD. Most of the time, it will initiate changes to its OSD based on incoming remote control messages. Trigger messages will be used to initiate the transfer of the OSDUB in either case.

The OSD menu may be displayed properly over any of the below ATSC Video Formats.

Picture Size	Frame Rate				Aspect ratio	
1920 X 1080	60i	-	30p	24p	16:9	-
1280 X 720	-	60p	30p	24p	16:9	-
704 X 480	60i	60p	30p	24p	16:9	4:3
640 X 480	60i	60p	30p	24p	-	4:3
i = interlaced p= progressive						

The general format of OSD menus being transferred from a target device to a display device involves first transferring a main OSD Header and secondly transferring a color palette. The OSD menu can be partially updated by transferring an updated OSD Header and the related bit-mapped menu. The Main OSD Header contains control information for the color map and general control information such as resolution, size of OSD area required, etc. The color map can be in one of 4 formats (2 bit color, 4 bit color, 8 bit color, no color map ) and also includes facilities for blending with background video.

#### Main OSD Header

The main OSD header is used to set the format of the following OSD menu. For example, the following header contains information (i.e., size of 640 X 480 pixels) about the entire OSD Region and about the color palette. Changes to the Main OSD Header are communicated to

the display device through the use of the trigger messages from the target. The defined OSD region is only valid as long as a target has been chosen as a source for a display device.

5

Main OSD Header Format

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
OSD Header Type							Verti cal line doub ling	Resolu tion Mode		Mix Weight				Color resolu tion		0
					OSD Region Height											1
					OSD Region width											2
T0	B0	color 0 Y					color 0 Cb				color 0 Cr			3		
T1	B1	color 1 Y					color 1 Cb				color 1 Cr			4		
T2	B2	color 2 Y					color 2 Cb				color 2 Cr			5		
T3	B3	color 3 Y					color 3 Cb				color 3 Cr			6		
T4	B4	color 4 Y					color 4 Cb				color 4 Cr			7		
T5	B5	color 5 Y					color 5 Cb				color 5 Cr			8		
T6	B6	color 6 Y					color 6 Cb				color 6 Cr			9		
T7	B7	color 7 Y					color 7 Cb				color 7 Cr			10		
T8	B8	color 8 Y					color 8 Cb				color 8 Cr			11		
T9	B9	color 9 Y					color 9 Cb				color 9 Cr			12		
T10	B10	color 10 Y					color 10 Cb				color 10 Cr			13		
T11	B11	color 11Y					color 11 Cb				color 11 Cr			14		
T12	B12	color 12 Y					color 12 Cb				color 12 Cr			15		
T13	B13	color 13 Y					color 13 Cb				color 13 Cr			16		
T14	B14	color 14 Y					color 14 Cb				color 14 Cr			17		
T15	B15	color 15 Y					color 15 Cb				color 15 Cr			18		

The OSD Header field is used to distinguish the type of OSD Block which is being transferred from the target to the display device for example, Main OSD Header or Bit-map Update Block.

10

There is also the possibility to specify that each vertical line is doubled. For an interlaced display, this has the effect of specifying that even and odd fields be the same. When this mode is enabled, every line of the OSD is repeated once (i.e., duplicated). For example, by setting the vertical enable bit to true and sending 5 lines of OSD data to the display device, the OSD would produce 10 lines on the display output. It is necessary, then, for the target to set the Block Height to correctly correspond to the total displayed OSD lines (in this case, 10).

20

The mix weight bits tell the OSD the blending ratio for OSD and video. For example, each bit may have a resolution of 1/16. The blending ratio ranges from 0 (transparent) to 15/16 (pixel almost solid). The same mix weight is used for all pixels that have their respective  
5 blending bit set ( $B[n]=1$ ). The mix weight is ignored for palettes with blending disabled, resulting in solid OSD.

The OSD Region Height and OSD Region Width define the height and width of the OSD Region (in number of pixels) which the target plans  
10 to use. A typical region may be 640X480. The display device may not display portions of OSD Update Blocks which fall outside of this region. Color Resolution bits defines the current resolution of the OSD as, for example, full, half, or third resolution. The combination of the OSD Region Height, OSD Region Width and Color Resolution effectively  
15 set the OSD layout.

The color palette immediately follows the Main OSD Header. Each palette entry contains a transparency (T) bit, a blending (B) bit, 6 bits of Y, 4 bits of Cb, and 4 bits of Cr. Note that each of these 3 color  
20 components will be converted to a byte before mixing with MPEG video. Therefore, the bits associated with each field (e.g., Y) can be considered the most significant bits within that byte. For example, for luminance (Y), the 6 bits in the color map are the 6 most significant bits in a luminance byte. The transparency bit and the blending bit  
25 for each entry allow the target to selectively display either an OSD pixel, a video pixel, or a blended pixel on a pixel by pixel basis. Changes to the Color Palette are communicated to the display device through the use of trigger messages and subsequent read operations.

The OSD pixels that are stored in memory are a 4:4:4 representation  
30 of chroma/luma levels set from the palette. The values in the bit-map are essentially indexed into the palette. Note that the color resolution of each block may be less than that specified for the palette. For example, if there are 256 entries in the color map (i.e., 8 bits/pixel), then a specific OSD block may specify 2 bits/pixel, 4  
35 bits/pixel, or 8 bits/pixel. If 2 bits/pixel are specified for the OSD block in this example, then these 2 bits would index into the first 4 entries of the color map. If 4 bits/pixel are specified for the OSD

block, then these 4 bits would index into the first 16 entries of the color map.

For the True Color Mode, the OSD hardware in the display device may extracts 4:2:2 data directly from the OSD FIFO (not shown), and send it out through the outputs, by-passing the normal palette look-up. All normal functions of the OSD are supported, except for the mixing function. Thus, the user may use this True Color mode in full, half, or third resolutions. Any pixel can be made transparent by setting its Y component to "0". Note that all data for the header block is assumed to be in 4:2:2 format in the following sequence: Y1, Cb1, Cr1, Y2, Y3, Cb3, Cr3, Y4, ... Each component is 8 bits of data. In this format, both Y1 and Y2 use the same Chroma components (Cb1, Cr1). That is, each pixel is represented by a respective luma value and by a set of chroma information that is shared with a second pixel. For example, pixels 1 and 2 are represented by respective luma values Y1 and Y2 and a common set of chroma values Cb1 and Cr1. This results in an effective pixel size of 16 bits/pixel. As in palette-based mode, only even numbers of pixels are supported for OSD Update Blocks. The pixel format of the update block may be configured such that the upper left pixel is first, followed in a logical manner across first and down second to the final pixel located at the bottom right of the region. Again, the user needs to properly calculate the number of pixels per line required for the given resolution and line width.

True Color Bit-map Format

pixel 1 - Y	pixel 0&1 - Cr	pixel 0&1 - Cb	pixel 0 - Y
pixel 3 - Y	pixel 2&3 - Cr	pixel 2&3 - Cb	pixel 2 - Y
Etc.			

25

High resolution displays can have 4 to 6 times the pixel density for the same size OSD area. To ease setup requirements and OSD transmission times, half resolution and one-third resolution modes are provided. These modes are available for both palette based OSD and true-color OSD. Figure 7 illustrates how individual pixels may be mapped to output pixels based upon the selected resolution.

30

It is important to realize that it is up to the target to properly set the width of the OSD Region based upon the resolution mode. The starting column and width in the OSD Update Block Header directly correspond

to output display pixels of the display device (based upon the internal display pixel counter). For example, if the column start position is 100 and the width is 100, then the OSD Update will begin displaying pixels at pixel count 100 and end at pixel count 199. Thus, this  
5 function is not dependent upon the resolution mode selected. If the resolution is Half, and the target wants to display this same set of pixels, then it would have to adjust the width to 200. The effect would be to see a horizontally "stretched" version of the original OSD picture.

10 At a minimum, all display devices should be able to display a 640x480 at 2 bits/pixel OSD using vertical line doubling and 1/2 or 1/3 resolution mode for horizontal. For 1/3 horizontal mode, this would result in a 1920X1080 display with the resolution (and data  
15 transfer time) of a 640X480 display.

The transfer of data (i.e., bit-mapped menus) through the bus may be achieved in a reasonable amount of time. For example all the data required for a 640x480 OSD with 4 bits/pixel requires 1,228,800 bits.  
20 All of this data can be transferred in about 150 ms assuming a 100 Mb/sec bus, a packet payload of 512 Bytes and assuming that we can transmit one packet each 500μsec. This time goes down even further when one takes into account that no OSD takes up this much space. Using only a quarter (typical) of the entire screen results in roughly  
25 40 ms transfer time. Small updates can be on the order of a few milliseconds.

#### OSD Update Blocks

An OSD Region is a defined area on the display screen. The region is  
30 filled using OSD Update Blocks (OSDUB) (See Figure 4). Each OSD Update Block defines a rectangular portion of the screen to be updated. Each block contains its own header information and bit-map. Each update block will remain on the screen until overwritten by another block or until a "Clear Region" trigger command is  
35 received. The target has full flexibility of the format of these blocks (taking into account the limitations of the display device).



The OSD Update Block's dimensions are absolute (in a pixel sense). Its coordinates are absolute within the OSD Region. The upper left hand corner of the OSD region is coordinate (0,0). The height/width of the displayed OSD Block will depend on the display format. If the transmission format changes, the OSD's appearance may change accordingly. If the transmission format changes, a message will be provided (see below discussion under Display Information) from the display device to the target letting the target know that the format has changed, allowing the target to re-specify the OSD if it desires. It is anticipated, that most OSDs will be mixed with the display format and will be unaffected by a transmission format change. However, the target may still want to redraw the OSD since the video may be occupying a different portion of the screen.

15

The header for an OSD Update Block contains the start position within the OSD Region and the size of the block. The header (see below) contains two bits which designate the color resolution. This color resolution must be less than or equal to that specified in the Main OSD Header.

20

OSD Update Block Header Format

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
OSD Header Type					row start position											0
					block height											1
					column start position											2
					block width											3
9 bit Shift Value										Shift	Shift	Sin	Color			4
										t	Directi	gle	Resoluti			
											on	Col	on			
												or				
Bit-map Information																etc

The row start and the column start pointers define the upper left corner of the OSD Block which will be displayed. Outside of this box, no OSD will be displayed. Note that pixels are numbered in increasing order starting at 0.

25

The block height and block width define the height and width of the OSD Block (in number of pixels) which will be displayed. Outside of this box, no OSD will be displayed.

5

A method for sending a single color update block has been provided. When single color is specified, only a single color is sent in the Update Block (as opposed to a bit-map of the specified region). The color is supplied in the format implied by the header. The Single Color (SC) bit when set specifies that the entire OSD Update Block is a single color. In this case, the bit-map information will contain one color in the format specified by the Color Resolution bits.

10

An Update Block can be used to shift pixels in the specified region up, down, right, or left. The data to be shifted in is supplied in the bit-map portion of the Update Block. For example, if a 200x100 region is specified by the Update Block, and shift right by 10 pixels is specified, then the bit-map supplied with the Update Block would be 10x100. A two bit field specifies the shift direction.

15

20

When asserted, the Shift bit specifies that the region specified by this Update Block be shifted in this specified direction by the specified number of pixels. The data that is to be shifted in is contained in the bit-map data portion of the Update Block.

25

When the shift bit is set, this 9 bit shift value field specifies the number of pixels by which the data is shifted. The size of the bit-map included in the Update Block is a function of this field and the dimension perpendicular to the shift direction.

30

#### Sub-region Request

A sub-region message 30 has also been defined which allows the display device 14 to request a specific portion 32 of a region 20 which had been previously sent (see Figure 6). This would be useful if the OSD had to be temporarily overwritten for an error message from a different device or something similar. In this way, the display device can request the region when needed (again keeping memory requirements low).

35

## OSD Sub-region Request Message Encapsulation

&lt;---- 1 Byte ----&gt;&lt;---- 1 Byte ----&gt;&lt;---- 1 Byte ----&gt;&lt;---- 1 Byte ----&gt;

FCP CTS=1h		APDU=E0h	Context ID=90h???	Object ID = 03h???
Method ID = 46h		IV ID = 6Ch	Delimiter = F5h	Delimiter = F5h
Data start = F4h		Data length = 38h	Escape = F6h	OSD_sub-region_request
OSD_sub-region_request				
OSD_sub-region_request				End of Command=F9h

←----- 1 Quadlet -----→

5

The field "OSD\_sub-region\_request" consists of the following information:

Table 1 - OSD Trigger Message Format

SR Row	SR Column	SR Height	SR Width
2 Bytes	2 Bytes	2 Byte	2 Bytes

10

**SR\_Row:** Number of row from the top (top row being 0 relative to the top of the Region requested by the target for OSD usage).

15

**SR\_Column:** Number of column from the left (left column being 0 relative to the left of the Region requested by the target for OSD usage).

20

**SR\_Height:** Height of Subregion in number of rows (Must be less than the number of rows in the OSD Region).

**SR\_Width:** Width of Subregion in number of columns (Must be less than the number of columns in the OSD Region).

25

If SR\_Height = SR\_Width = 0, then the request shall be interpreted as a request to resend the Main OSD Header and the color map.

30

All targets capable of generating an OSD shall implement an OSD Sub-region Object as defined below. Display devices communicate the applicable sub-region by specifying the row/column coordinates of

the upper left corner of the region and the width and height. The message syntax which goes into a FCP frame as defined by IEC 61883 is shown below.

### 5 Display Information

The following message has been defined to allow the display device to inform the target that the display format has changed. The display format (along with other information) will also be available to be read by the target at any time. The feedback provided from the display device to the target may consist of what the entire OSD bit-map plane is (usually the same as the display format) and what portion of the plane has overlapping video. For example, the OSD bit-map plane may be 1920X1080, but if the incoming video is 640X480 with a 4:3 aspect ratio, then the resultant video may be displayed as 1280X960 with the upper left hand corner of the video at coordinate (319,59).

#### Display Information

<----- 1 Byte -----><--- 1 Byte ---><--- 1 Byte ---><--- 1 Byte ---->

FCP CTS=1h		APDU=E0h	Context=90h	Object ID=04h
Method ID = 46h		IV ID = 6Ch	Delimiter = F5	Delimiter = F5
Data start=F4h		Data length=3136h		Escape=F6h
Bit-map Resolution/Location and Video Location				
Bit-map Resolution/Location and Video Location				
Bit-map Resolution/Location and Video Location				
Bit-map Resolution/Location and Video Location				
End ofCommand=F9h	zero pad			

←----- 1 Quadlet -----→

20

#### Bit-map Resolution/Location and Video Location Field

Horizontal full screen bit-map dimension (pixels)	Vertical Full screen bit-map dimension (pixels)
OSD Region starting column position	OSD Region starting row position
Width of Displayed Video (pixels)	Height of Displayed Video (pixels)
Video starting column position	Video starting row position

←----- 1 Quadlet -----→

### Application Control Languages

25 In order for a consumer electronic device to interact with other devices interconnected via a IEEE 1394 serial bus, a common set of commands must be defined. Three standard approaches for device

modeling and control are CAL, AV/C and the approach adopted for the Universal Serial Bus (USB).

The design of control languages is based on the assumption that all consumer electronic products have a hierarchical structure of common parts or functions. CAL and AV/C are control languages that distinguish between logical and physical entities. For example, a television (i.e., a physical entity) may have a number of functional components (i.e., logical entities) such as a tuner, audio amplifier, etc. Such control languages provide two main functions: Resource allocation and Control. Resource allocation is concerned with requesting, using and releasing Generic Network resources. Messages and control are transported by the FCP as defined in IEC-61883 and discussed above. For example, CAL has adopted an object base methodology for its command syntax. An object contains and has sole access to a set number of internal values known as instance variables (IV). Each object keeps an internal list of methods. A method is an action that an object takes as a result of receiving a message. When a method is invoked, one or more IVs are usually updated. A message may consist of a method identifier followed by zero or more parameters. When an object receives a method, it looks through its list of methods for one which matches the method identified in the message. If found, the method will be executed. The parameters supplied with the message determine the exact execution of the method.

All devices that are capable of displaying OSDs must implement the following OSD object. This object assumes Asynchronous PULL with trigger message approach. This object would be carried in the trigger message from the target to the display device. The display device would then pull the menu by reading it from the target's bus mapped memory space. The response of this request will be used by the target device as an indication that the display device has read these update blocks.

## OSD Update Trigger Object

2	<i>OSD Update Trigger Object</i>				<i>(16) Data Memory</i>
	<i>The object is used for triggering the OSD mechanism in display capable devices.</i>				
	IV	R/W	Type	Name	Context Function
	a (61)	R	Numeric	size_of_block	size of "memory_block" in bytes (default value = 10)
	b (62)	R	Numeric	length_of_record	length of current_record in bytes (default value = 10)
	C (43)	R/W	Numeric	current_index	current record block pointed to (default value = 0)
	l (6C)	R/W	Data ( )	memory_block	In each record, 6 MSBs contain the offset and LSB contains the OSD_type, remaining 3 bytes represent the length of OSD in bytes.

All devices capable of generating the OSD must implement the following OSD Subregion Request Object. This object would be carried in the request message from the display device to the target for requesting a sub-region of the OSD with coordinates row and column, width and height.

## OSD Subregion Request Object

3	<i>OSD Sub-region Request Object</i>				<i>(16) Data Memory</i>
	<i>The object is used for requesting a sub-region of the OSD.</i>				
	IV	R/W	Type	Name	Context Function
	a (61)	R	Numeric	size_of_block	size of "memory_block" in bytes (default value = 8)
	b (62)	R	Numeric	length_of_record	length of current_record in bytes (default value = 8)
	C (43)	R/W	Numeric	current_index	current record block pointed to (default value = 0)
	l (6C)	R/W	Data (8)	memory_block	In each record, 2 MSBs contain the row coordinate, next two bytes the column coordinate, next two bytes the height and 2 LSBs the width of the sub-region.

The following object is used for informing the target about the display. For example, the resolution and size of the OSD bit-map plane, and the location and size of the displayed video.

## Display Information Object

4	Display Information Object			(16) Data Memory	
The object is used for informing the Target of the OSD and Display Format.					
IV	R/W	Type	Name	Context Function	
a (61)	R	Numeric	size_of_block	size of "memory_block" in bytes (default value = 16)	
b (62)	R	Numeric	length_of_record	length of current_record in bytes (default value = 16)	
C (43)	R/W	Numeric	current_index	current record block pointed to (default value = 0)	
l (6C)	R/W	Data (16)	memory_block	In each record, 4 MSBs contain the full screen bit-map dimensions, the next 4 bytes contain the OSD Region's location, the next 4 bytes contain the size of the displayed video, the last 4 bytes contain the location of the displayed video.	

While the invention has been described in detail with respect to numerous embodiments thereof, it will be apparent that upon a reading and understanding of the foregoing, numerous alterations to the described embodiment will occur to those skilled in the art and it is intended to include such alterations within the scope of the appended claims.

Claims

1. A digital apparatus comprising:
  - (a) means for receiving from a peripheral device, interconnected by a digital bus, displayable digital data representative of an on-screen display associated with said peripheral device;
  - (b) means for receiving a digital stream representative of a programmed event; and
  - (c) means for combining, in said digital apparatus, said displayable data received from said peripheral device and said digital stream to produce a signal representative of a combined displayable image.
2. The digital apparatus of claim 1 further comprising:
  - (a) means for receiving subsequent displayable digital data representative of an updated portion of said previously received data; and
  - (b) means for updating said combined displayable image with said received subsequent displayable data to produce an updated combined displayable image, said updated combined displayable image being associated with said peripheral device.
3. The digital apparatus of claim 2 wherein a portion of said combined displayable image is overwritten, said digital apparatus further comprising :
  - (a) means for requesting from said peripheral device said displayable data corresponding to said overwritten portion of said combined displayable image; and
  - (b) means for receiving from said peripheral device said displayable data.
4. The digital apparatus of claim 3 wherein said displayable data is bit-mapped data.
5. The digital apparatus of claim 4 further comprising:
  - means for selecting said peripheral device from a plurality of available peripheral devices interconnected by said digital bus.



6. The digital apparatus of claim 5 further comprising:  
means for notifying said peripheral device of a format change in  
said display device in response to a format change of said received  
5 digital stream.
7. The digital apparatus of claim 6 further comprising:  
means for shifting said displayable data within said combined  
displayable image.
- 10 8. A method for managing an on-screen display menu of a peripheral  
device interconnected to a display device via a digital bus, the display  
device performing the steps of:
- 15 (a) receiving, from said peripheral device, a message indicative  
of the characteristics of a block of data stored in a memory device  
associated with said peripheral device, said data being associated with  
an on-screen display menu of said peripheral device;
  - (b) generating and providing asynchronous read request  
command to said peripheral device;
  - 20 (c) receiving, in response to said asynchronous read request  
command, said data from said peripheral device;
  - (d) receiving a digital stream representative of a programmed  
event; and
  - (e) combining said data received from said peripheral device  
25 and said digital stream to produce a combined displayable image, said  
combined image being representative of said on-screen display  
associated with said peripheral device.
9. The method of claim 8 wherein said message contains the  
30 location and size of said block of bit-mapped data stored in said  
memory device.
10. The method of claim 9 wherein said data comprises a header  
and a bit-mapped update block, said header defining the parameters  
35 of said on-screen display menu and said bit-mapped update block  
defining the location and content of said menu.

11. A digital apparatus comprising:

(a) transferring from a peripheral device to a display device, interconnected by a digital bus, displayable digital data representative of an on-screen display associated with said peripheral device; and

5 (b) transferring from said peripheral device to said display device, interconnected by a digital bus, subsequent displayable digital data representative of an updated portion of said previously transferred displayable data, said subsequent displayable data being indexed into said previously transferred displayable data.

10

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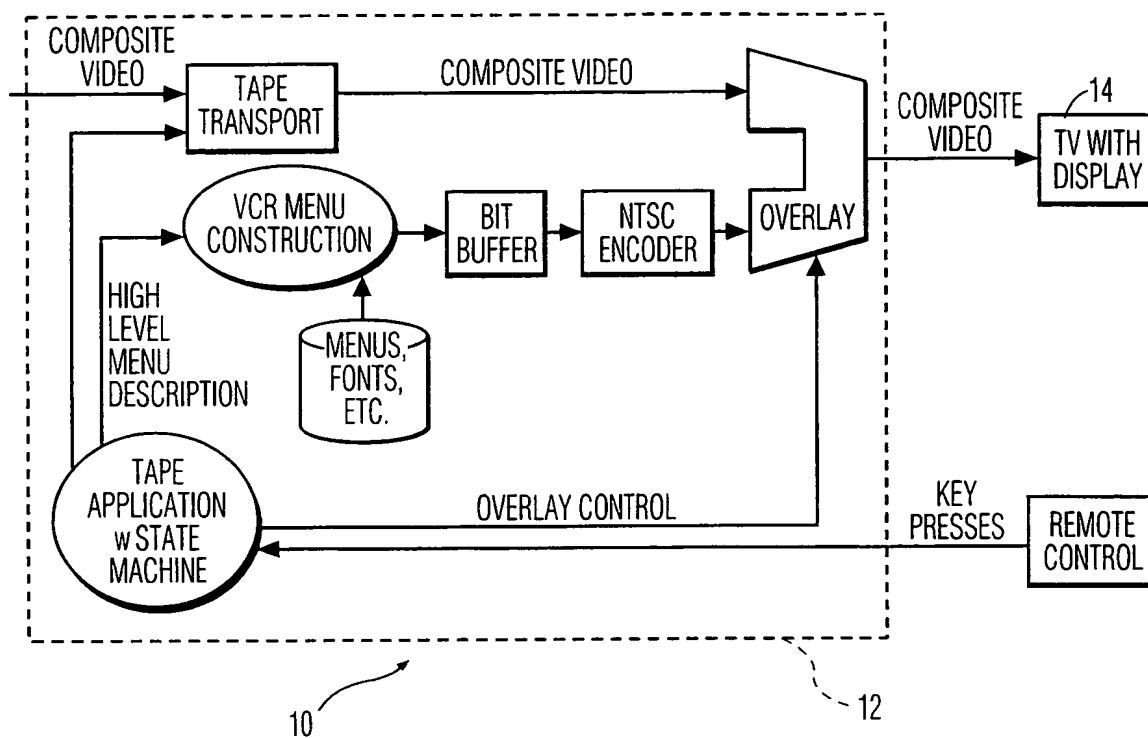


FIG. 1

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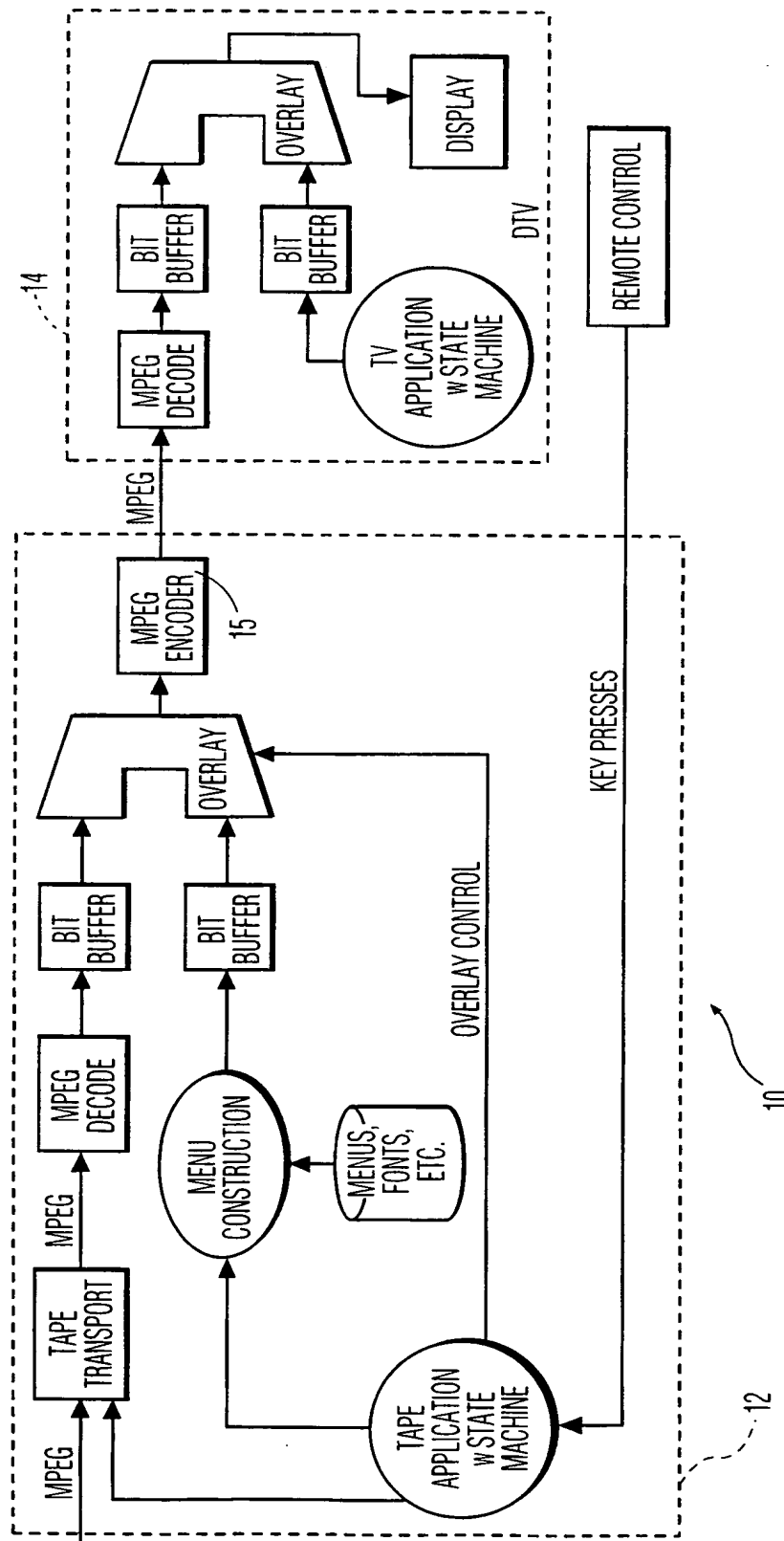


FIG. 2

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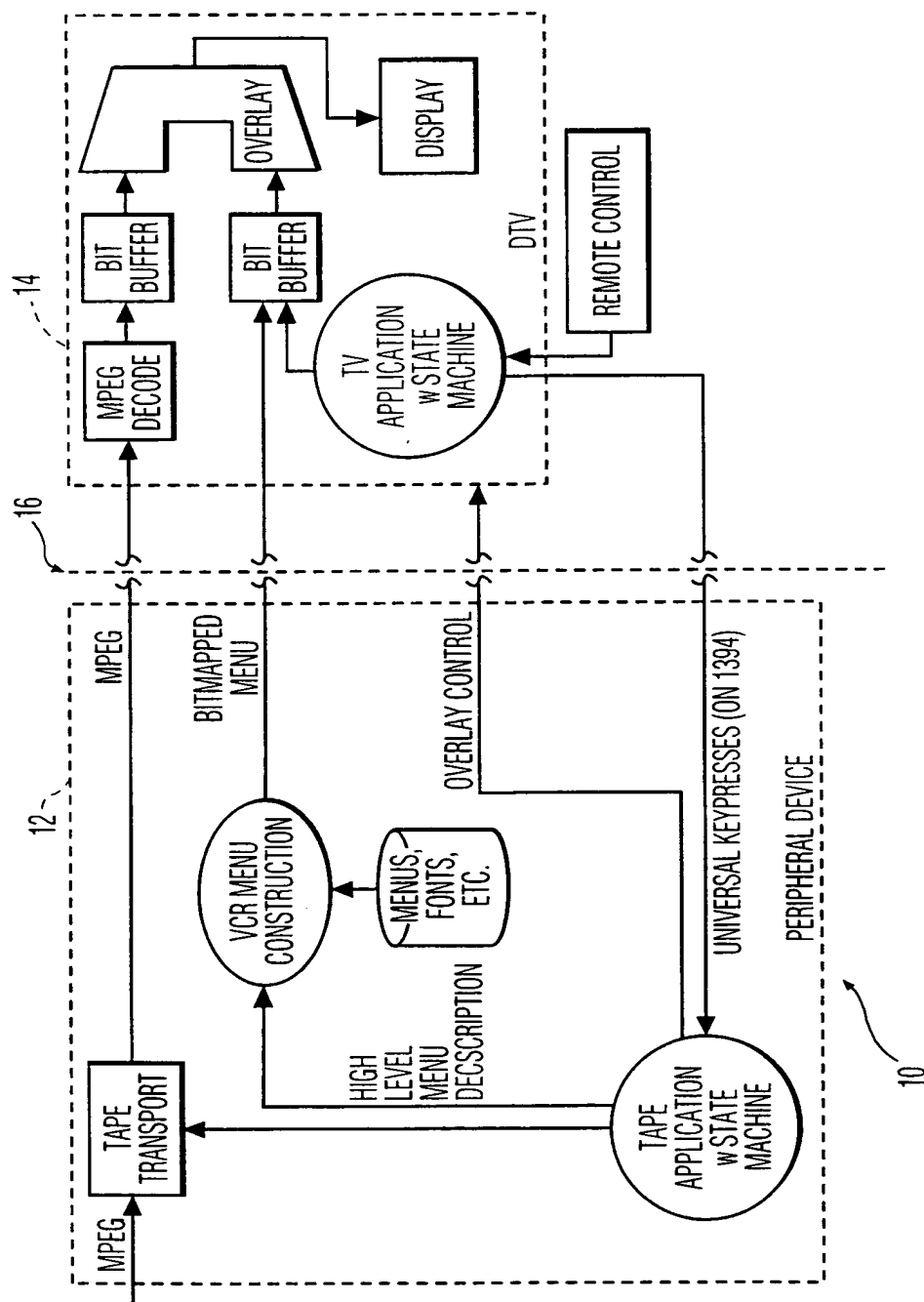


FIG. 3

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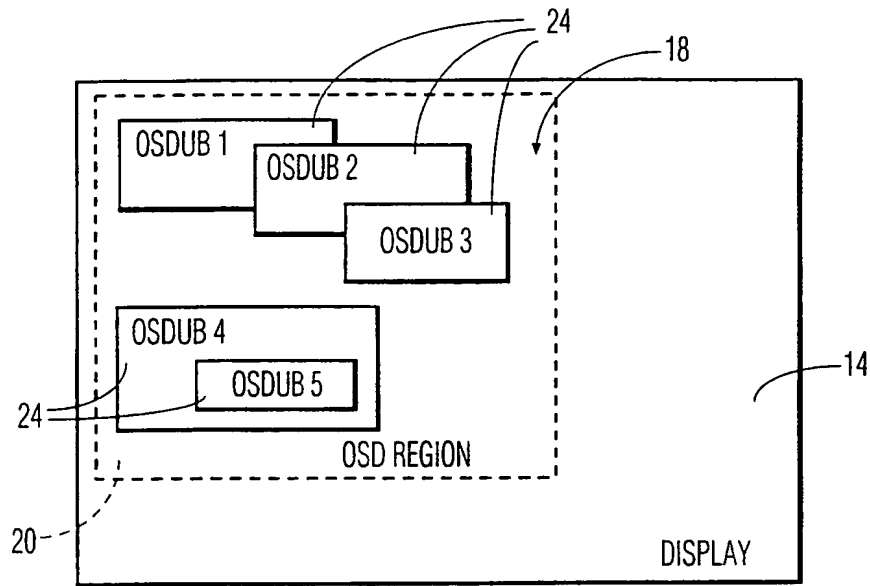


FIG. 4

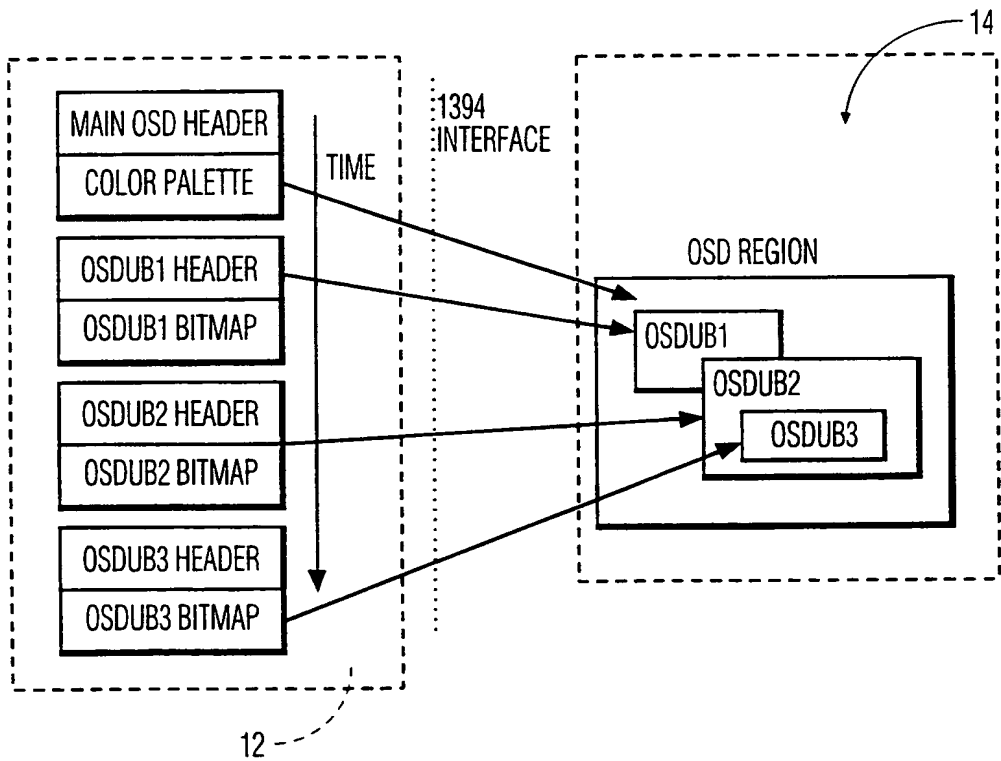


FIG. 5

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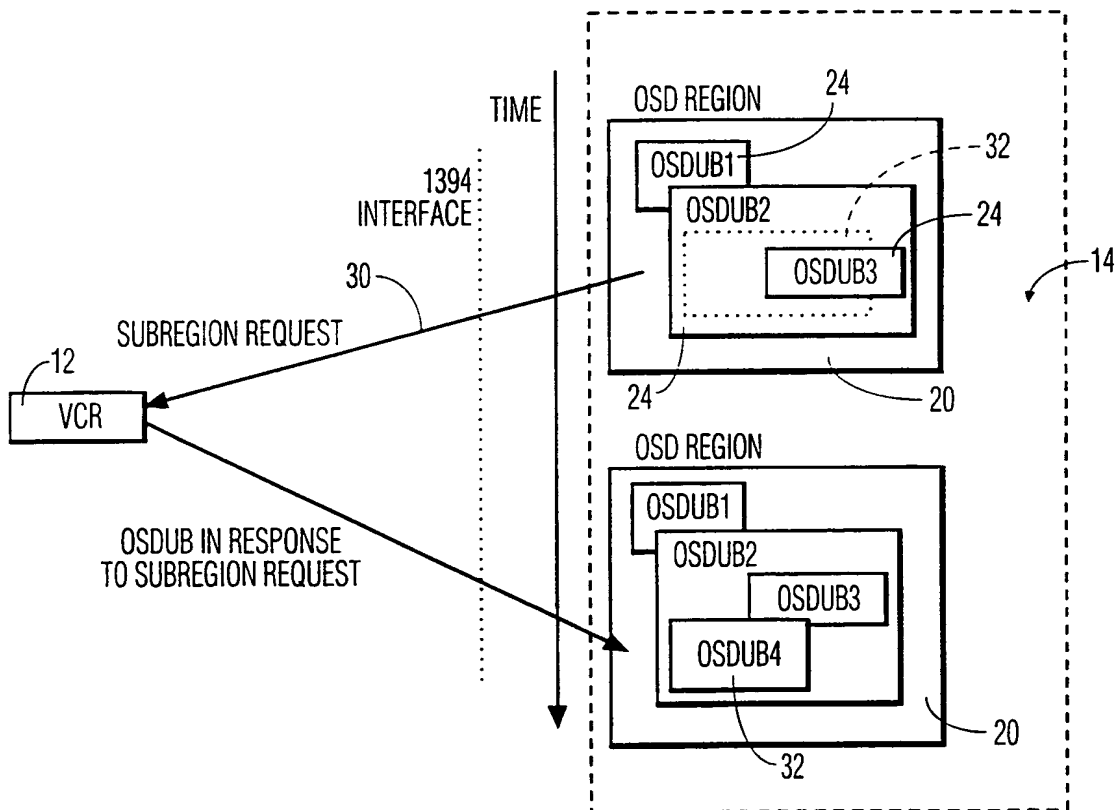


FIG. 6

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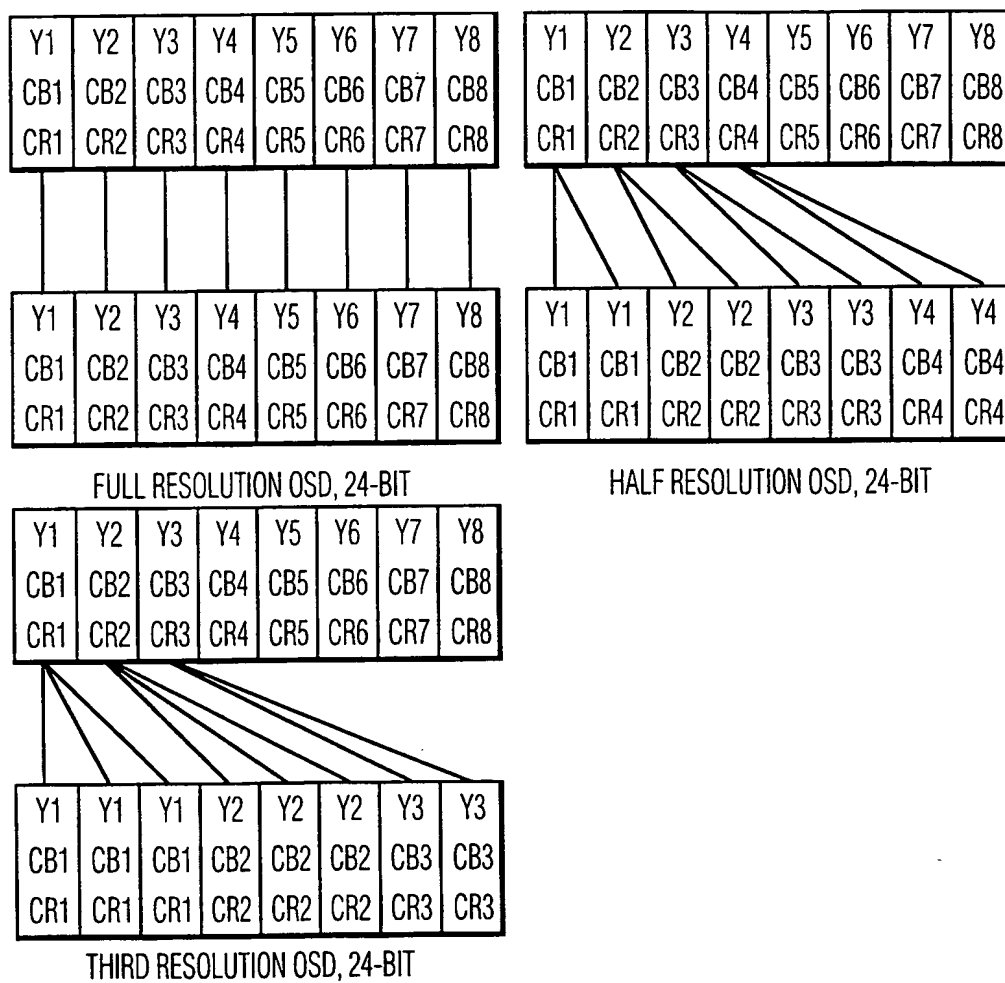


FIG. 7



# INTERNATIONAL SEARCH REPORT

International Application No

PCT/US 98/24687

**A. CLASSIFICATION OF SUBJECT MATTER**  
IPC 6 H04N5/445

According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**

Minimum documentation searched (classification system followed by classification symbols)

IPC 6 H04N H04B

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US 5 608 730 A (OSAKABE Y. ET AL) 4 March 1997 see column 13, line 47 - column 15, line 42 ---	1
A	US 5 617 330 A (STIRLING A.) 1 April 1997 see the whole document ---	1
A	US 5 499 018 A (WELMER H.) 12 March 1996 see the whole document ---	1
A	US 5 617 571 A (TANAKA S.) 1 April 1997 see the whole document ---	1
A	WO 97 05743 A (THOMSON CONSUMER ELECTRONICS INC.) 13 February 1997 see the whole document ---	1
-/--		

☒ Further documents are listed in the continuation of box C.

☒ Patent family members are listed in annex.

\* Special categories of cited documents :

"A" document defining the general state of the art which is not considered to be of particular relevance

"E" earlier document but published on or after the international filing date

"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance: the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance: the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.

"&" document member of the same patent family

Date of the actual completion of the international search

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31/03/1999

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# INTERNATIONAL SEARCH REPORT

International Application No

PCT/US 98/24687

## C.(Continuation) DOCUMENTS CONSIDERED TO BE RELEVANT

Category	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
P,A	EP 0 873 009 A (SAMSUNG ELECTRONICS CO. LTD.) 21 October 1998 see the whole document ----	1
P,A	EP 0 840 512 A (TEXAS INSTRUMENTS INCORPORATED) 6 May 1998 see page 9, line 51 - page 12, line 19 -----	1

# INTERNATIONAL SEARCH REPORT

Information on patent family members

International Application No

PCT/US 98/24687

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
US 5608730 A	04-03-1997	JP 6244849 A CN 1092584 A EP 0604166 A	02-09-1994 21-09-1994 29-06-1994
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EP 0840512 A	06-05-1998	NONE	

## PCT

## INTERNATIONAL SEARCH REPORT

(PCT Article 18 and Rules 43 and 44)

Applicant's or agent's file reference <b>RCA 88863</b>	<b>FOR FURTHER ACTION</b> see Notification of Transmittal of International Search Report (Form PCT/ISA/220) as well as, where applicable, item 5 below.	
International application No. <b>PCT/US 98/ 24687</b>	International filing date (day/month/year) <b>20/11/1998</b>	(Earliest) Priority Date (day/month/year) <b>25/11/1997</b>
Applicant <b>THOMSON CONSUMER ELECTRONICS, INC. et al.</b>		

This International Search Report has been prepared by this International Searching Authority and is transmitted to the applicant according to Article 18. A copy is being transmitted to the International Bureau.

This International Search Report consists of a total of 3 sheets.  
☒ It is also accompanied by a copy of each prior art document cited in this report.

## 1. Basis of the report

- a. With regard to the **language**, the international search was carried out on the basis of the international application in the language in which it was filed, unless otherwise indicated under this item.

☐ the international search was carried out on the basis of a translation of the international application furnished to this Authority (Rule 23.1(b)).

- b. With regard to any **nucleotide and/or amino acid sequence** disclosed in the international application, the international search was carried out on the basis of the sequence listing:

☐ contained in the international application in written form.

☐ filed together with the international application in computer readable form.

☐ furnished subsequently to this Authority in written form.

☐ furnished subsequently to this Authority in computer readable form.

☐ the statement that the subsequently furnished written sequence listing does not go beyond the disclosure in the international application as filed has been furnished.

☐ the statement that the information recorded in computer readable form is identical to the written sequence listing has been furnished.

2. ☐ **Certain claims were found unsearchable** (See Box I).

3. ☐ **Unity of invention is lacking** (see Box II).

4. With regard to the **title**,

☒ the text is approved as submitted by the applicant.

☐ the text has been established by this Authority to read as follows:

5. With regard to the **abstract**,

☒ the text is approved as submitted by the applicant.

☐ the text has been established, according to Rule 38.2(b), by this Authority as it appears in Box III. The applicant may, within one month from the date of mailing of this international search report, submit comments to this Authority.

6. The figure of the **drawings** to be published with the abstract is Figure No.

☒ as suggested by the applicant.

☐ because the applicant failed to suggest a figure.

☐ because this figure better characterizes the invention.

4  
☐ None of the figures.

# INTERNATIONAL SEARCH REPORT

International Application No

PCT/US 98/24687

## A. CLASSIFICATION OF SUBJECT MATTER

IPC 6 H04N5/445

According to International Patent Classification (IPC) or to both national classification and IPC

## B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC 6 H04N H04B

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

## C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US 5 608 730 A (OSAKABE Y. ET AL) 4 March 1997 see column 13, line 47 - column 15, line 42 ---	1
A	US 5 617 330 A (STIRLING A.) 1 April 1997 see the whole document ---	1
A	US 5 499 018 A (WELMER H.) 12 March 1996 see the whole document ---	1
A	US 5 617 571 A (TANAKA S.) 1 April 1997 see the whole document ---	1
A	WO 97 05743 A (THOMSON CONSUMER ELECTRONICS INC.) 13 February 1997 see the whole document ---	1
-/--		



Further documents are listed in the continuation of box C.



Patent family members are listed in annex.

\* Special categories of cited documents :

"A" document defining the general state of the art which is not considered to be of particular relevance

"E" earlier document but published on or after the international filing date

"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.

"&" document member of the same patent family

Date of the actual completion of the international search

25 March 1999

Date of mailing of the international search report

31/03/1999

Name and mailing address of the ISA

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## INTERNATIONAL SEARCH REPORT

International Application No

PCT/US 98/24687

## C.(Continuation) DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
P, A	EP 0 873 009 A (SAMSUNG ELECTRONICS CO. LTD.) 21 October 1998 see the whole document ---	1
P, A	EP 0 840 512 A (TEXAS INSTRUMENTS INCORPORATED) 6 May 1998 see page 9, line 51 - page 12, line 19 -----	1

## INTERNATIONAL SEARCH REPORT

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International Application No

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